

# TAITO



HIGH RESOLUTION  
GRAPHICS  
TRUE STEREO SOUND

# BATTLESHARK

AT THE START OF EACH STAGE,  
BATTLESHARK IS ARMED WITH A SPECIFIC  
NUMBER OF TORPEDOS, AFTER ALL  
TORPEDOS HAVE BEEN FIRED THEY WILL BE  
REPLACED AFTER A SPECIFIC TIME PERIOD.

THE NUMBER OF TORPEDOS IS INCREASED  
BY DEFEATING THE SURPRISE PRINCIPAL  
ENEMY AT THE END OF EACH STAGE.

BATTLESHARK RECEIVES AND DISPLAYS  
DAMAGE BY ENEMY TORPEDOS AND  
COLLISIONS.

ENEMY TORPEDOS MAY BE DESTROYED BY  
BATTLESHARKS TORPEDOS.

BATTLESHARKS FIGHTING ABILITY CAN BE  
INCREASED BY HITTING THE ROUND  
COLOURED BONUS MINES APPEARING  
DURING GAME PLAY.

HEIGHT: 73in., 185.4cm.  
DEPTH: 43in., 109.2cm  
WIDTH: 27in., 68.8cm.  
360kbs.

## TWIN MONITOR INTERGALACTIC WAR GAME.



WIDTH: 38in., 960cm.  
HEIGHT: 74in., 1850cm  
DEPTH: 45in., 1125cm  
240 kbs.



SPECIFICATION SUBJECT TO CHANGE WITHOUT PRIOR NOTICE

## TAITO

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